

WHAT IS CLAIMED IS:

1. A gaming network comprising:

a plurality of gaming machines;

5 one or more information servers coupled to the plurality of gaming machines, the one or more information servers structured to store data related to the plurality of gaming machines and related to players of the gaming machines, and to generate data for use on the gaming network;

a secure wireless server coupled to the one or more information servers;

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a secure wireless receiver structured to couple to the secure wireless server and to create a secure data channel between the wireless server and the wireless receiver.

15 2. The gaming network of claim 1 wherein the wireless server is structured to create a session with the secure wireless receiver.

3. The gaming network of claim 2 wherein the session is limited in duration.

20 4. The gaming network of claim 2 wherein the session can only be established in certain time periods.

5. A system for redeeming tickets comprising:

25 one or more information servers on a gaming network, the one or more information servers configured to store data related to past play of gaming machines and related to players of the gaming machines, and to generate data for use on the gaming network;

30 data stored on the one or more information servers relating to transactions previously memorialized by a ticket;

a secure wireless server coupled to the one or more information servers;

a secure wireless receiver structured to couple to the secure wireless server and create a secure data channel between the wireless server and the wireless receiver over which data stored on the one or more information servers can be retrieved.

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6. The system of claim 5, further comprising a session detector configured to determine if the secure wireless receiver has a presently established session with the secure wireless server.

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7. The system of claim 5, further comprising a ticket validator configured to determine if a particular ticket identifier correctly identifies a previously memorialized transaction.

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8. The system of claim 7 wherein when the ticket identifier correctly identifies a previously memorialized transaction, the one or more information servers are configured to generate redemption data.

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9. The system of claim 8 wherein the redemption data includes the date and time a ticket was redeemed.

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10. A method for securely communicating data over a wireless portion of a gaming network, the method comprising:

establishing a secure data channel between a wireless device and a wireless server;

after the secure data channel established, establishing a data session between a wireless device and a server on the gaming network; and transmitting data from the gaming network to the wireless device.

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11. The method of claim 10 wherein establishing a secure data channel comprises:

sending a privacy code and a hardware address from a wireless device to a wireless server; and

authenticating the privacy code and hardware address.

12. The method of claim 11, wherein establishing a secure data channel further comprises:

5 ensuring a current time according to the gaming network is within a predetermined valid lease time in which the wireless device is allowed to communicate with the gaming network.

13. The method of claim 10, further comprising disabling the secure
10 data channel after the wireless device timeouts from the gaming network.

14. A method for completing a transaction over a secure wireless information network, comprising:

15 establishing secure communication over a wireless network to a gaming network between a wireless server and a wireless device;

accepting an identification of the transaction at the wireless device;

verifying the identification is valid;

verifying that a portion of the transaction has already occurred;

verifying the transaction has not been completed; and

20 when the identification is verified as valid, a portion of the transaction is verified as having occurred, and the transaction is verified as having not been completed, generating data memorializing the completion of the transaction.

15. The method of claim 14 wherein the portion of the transaction that
25 has already occurred is memorialized by a printed ticket.

16. The method of claim 14 wherein generating data memorializing the completion of the transaction comprises recording a present date, time, and location.

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17. The method of claim 16, further comprising storing the present date, time, and location on the gaming network.

18. The method of claim 14 wherein generating data memorializing the completion of the transaction comprises recording an identification of the wireless device.

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19. The method of claim 15 wherein the identification of the transaction is printed on a ticket.

20. The method of claim 19 wherein the identification of the transaction
10 is encoded in a bar-code.